V6.4.3

Reference Guide

VOCALOID™6

Editor

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Precautions and Notes

- User Licensing
  - This product can only be used by customers who have agreed to the End User License Agreement.
  - Please be sure to read and agree to the License Agreement before installing this product.
- Operating Environment
  - The operating environment for this product is described on the official website of the product, so be sure to review it before use.
  - Please note that we cannot guarantee proper operation if used in any other operating environment. Additionally, even when used in the operating environment described, it may not be possible to use it due to design specifications and/or usage environments peculiar to various other software and hardware in the environment.
  - Not all operations are guaranteed to work, even in an environment that meets the described conditions.
  - Please note and understand that we cannot accept any returns due to issues arising from the environment and other factors beyond our control.
- Support
  - Direct inquiries about this product to our dedicated support center.
  - Yamaha's VOCALOID Products Customer Center (https://www.vocaloid.com/en/support/)
- Manual
  - This manual provides a guide on how to use VOCALOID6.

*) Images used in this manual are based on macOS 12 and Windows 11.

VOCALOID is trademarks of Yamaha Corporation.
VST and ASIO are software and registered trademarks of Steinberg Media Technologies GmbH.
ARA is a trademark of Celemony Software GmbH.
Windows is a registered trademark or trademark of Microsoft Corporation in the US and other countries.
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All other product names and company names indicated are registered trademarks and trademarks of their respective companies.

Names and Functions

Common

Default Input Value of Parameter

The value can be reset to the default value by clicking on the fader and knob + Command (Mac) or Ctrl (Win).

Copy Event (note, part, breakpoint)

“Copy” can be selected by using the right mouse button (right-clicking) to open the context menu.

Select Multiple Events

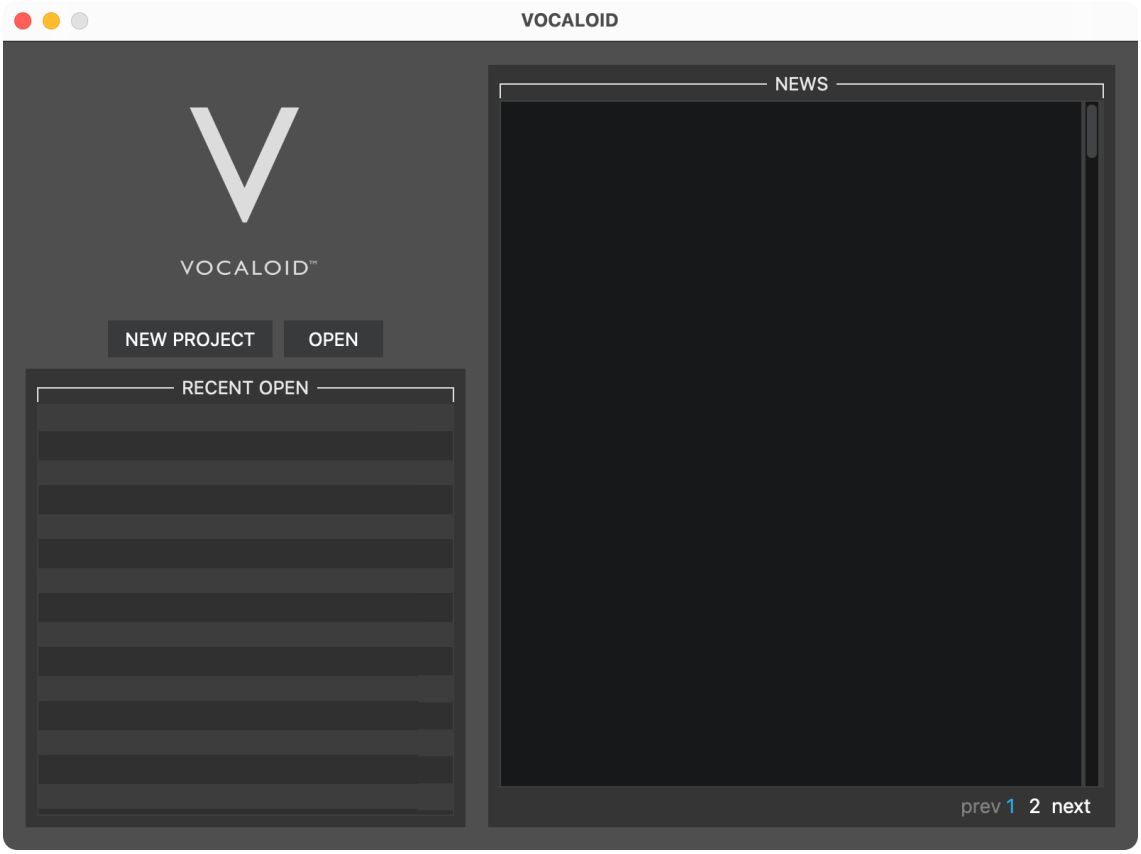
Multiple events can be selected by clicking them while holding down the Command (Mac) or Ctrl (Win) key.

Select Range of Events

A range of events can be selected by selecting the rectangle.

Home Window

The Home Window appears first when you start VOCALOID6 Editor.



NEW PROJECT

Creates a new VOCALOID6 project file and opens the main window.

The Add Track dialog box appears after the main window is opened.

OPEN

Loads files that were created previously or created with other sequencer software and opens the main window.

NEWS

Displays the latest information on VOCALOID. You can navigate through the content displayed using the Prev/Next buttons.

Menu Bar

Menus that can be operated with the VOCALOID6 Editor are divided into different items.

File

Opens the menu for basic operations to manipulate VOCALOID6 files (files handled by the VOCALOID6 Editor).

New

Creates a new VOCALOID6 project.

Open

Opens files created and files created with other sequencer software in the VOCALOID6 Editor.

The files that can be opened by the VOCALOID6 Editor are as follows:

- VOCALOID6 project file (.vpr)
- VOCALOID5 project file (.vpr)
- VOCALOID4 sequence file (.vsqx)*1
- VOCALOID3 sequence file (.vsqx)*1

*1: Only VOCALOID tracks can be read. Audio tracks will not be read.

Open Recent

Displays the file name used (opened) most recently.

The file can be opened by clicking the displayed file name.

Close

Closes the open VOCALOID6 project file.

Save

Saves the open VOCALOID6 project file.

Save As

Saves the file under a new name.

Specify the storage location and name of the file in the dialog box that appears and click “Save”.

Revert

Return to the last saved version and discard all changes that have been introduced.

Import File

Imports and integrates another file data into the currently open VOCALOID6 project file.

- Importable files
  - VPR file (VOCALOID5/6 project)
  - VSQX file (VOCALOID3/4 sequence)
  - MIDI file
  - Audio file (WAVE file)
  - Tempo and time signature (imports only tempo and time signature from MIDI file)
- Imports all tracks and parts in VPR/VSQX/MIDI files.
- For VPR/VSQX/MIDI files, you can set whether to read the tempo and time signature and set the character encoding of lyrics.

Import Tempo and Time Signature

Imports the tempo and time signature from the selected MIDI file into a project. The tempo and time signature in the current project will be overwritten.

Export MIDI

Saves the currently open VOCALOID6 project file as a standard MIDI file (SMF).

You can also select the character encoding of lyrics.

Audio Mixdown

Exports the open sequence file as an audio file in the standard WAV format (.wav).

Track Selection

- If “Main Track” is selected, the track is exported with all the volume and pan automation settings, main volume automation settings, part effect settings, track effect settings, and main effect settings specified for the respective tracks applied.
- If “Multi Track” is selected, check the track to be exported first. The file name of each track will be [Title]_[Track No.]_[Track Name]. Although the part and track effects will be applied, the track is exported with the main effects bypassed. In addition, although volume and pan automation settings specified for each track will be applied, the main volume automation settings will not be applied.

Audio Engine Output

- The sampling frequency for internal VOCALOID operations is fixed at 44.1 kHz while the quantization bit number is fixed at 16 bits.
- When "Multi Track" is checked in the “Track Selection”, you can select Channel either stereo or mono.

- All effects can be bypassed and exported by selecting “Bypass Effect Plug-ins.”
- Select “Open folder after mixdown” to open the folder where mixed-down audio is saved after mixdown.

Closing the VOCALOID6 Editor

Terminates the VOCALOID6 Editor.

If the open sequence file was edited, a confirmation dialog box with the message “Do you want to save this sequence?” appears.

Edit

Opens the Edit menu.

- There are also menus that can be opened by right clicking inside the respective areas and some functions that can be operated from shortcut keys.

Undo

Returns the last edit to the previous state. There is no limit on the number of times that “Undo” can be used.

Redo

Returns the state carried out with “Undo” to the previous state.
After “Undo” is executed once, executing “Redo” will return the state to the previous state before “Undo” was used.
Like the “Undo” function, there is also no limit on the number of times that “Redo” can be used.

Cut

Cuts the selected track, part, note, or parameter.

Copy

Copies the selected track, part, note, or parameter.

Paste

Pastes the track, part, note, or parameter selected using “Cut” or “Copy.”

Delete

Deletes the currently selected track, part, note, or parameter.

Duplicate

The currently selected parts or notes will be duplicated immediately following the corresponding original event. Any selected track automation and control parameters will be duplicated at the same time. The duplication position is determined based on the event length.

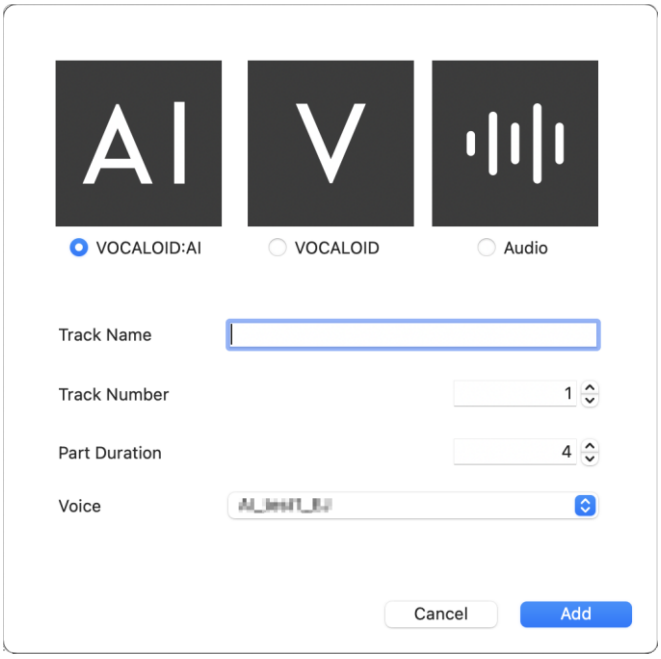
Select All

Selects the data of all the notes and control parameters currently being edited in the musical editor window.

Add Track

Creates a new track.

The following dialog box appears enabling you to specify track type, track name, track number, part length, and voice settings.



Add VOCALOID:AI Track

Creates a new VOCALOID:AI track under the selected track.

Add VOCALOID Track

Creates a new VOCALOID track under the selected track.

Add Audio Track

Creates a new audio track under the selected track.

Insert Silence

Inserts silence within the range specified by the start and end marker for all tracks.

Delete Time

Removes events within the range specified by the start and end markers for all tracks and moves the events at right to the left to fill the gap.

Join Events

Joins together the currently selected VOCALOID:AI or VOCALOID parts into a single part, or selected notes into a single note.

Job

Add Part to Media

Adds the selected part to the Media Browser. Multiple parts cannot be added at the same time.

VOCALOID:AI and VOCALOID parts are added as a voice phrase media.

Audio parts are added as a voice sample media.

Export to Audio File

Exports a VOCALOID:AI or VOCALOID part as an audio file.

Normalize Audio Wave

Normalizes the highest level of an audio part to 0dB FS. Multiple audio parts can be selected.

Insert Lyrics

Inserts lyrics into multiple notes together. The lyrics will be inserted using the selected note as a starting point.

Convert Phonemes to Match Language

Use “Import” in the “File” menu to convert the lyrics from an imported MIDI file into data that can be vocalized by the VOCALOID6 Editor.

For example, even if the voice language is changed, the phonetic symbol of each note will not be converted automatically. Use this function to convert the phonetic symbol.

Lyric Input Mode

Switches between the following two modes:

Letter Mode

Double-click the lyrics under a note and enter the lyrics.

Phonetic Symbols Mode

Double-click the lyrics under a note to directly edit the phonetic symbol in a text box.

Transport

Play

Starts playback.

Stop

Stops playback.

Clicking **Stop** when playback is already stopped resets the song position to the beginning.

Record

Records the input MIDI signal.

Repeat

Repeats the section between the start and end markers within the track.

Set Repeat to Selection Range

Sets the part range selected with the Track Editor or the part being edited in Musical Editor as the repeated range.

Set Start Marker to Song Position

Sets the repeat start marker to the current song position.

Set End Marker to Song Position

Sets the repeat end marker to the current song position.

Auto Scroll

Turns auto-scrolling on or off.

View

TimeSig Track

Displays the time signature track in the ruler at the top of the track editor.

Tempo Track

Displays the tempo track in the track editor.

Main Track

Displays the main track in the track editor.

Editor

Displays the Musical Editor or Wave Editor at the bottom of the main window.

Mixer

Displays the mixer at the bottom of the main window.

Media

Displays the Media Browser on the right side of the main window.

Inspector

Displays the Inspector panel on the right side of the main window.

Show or Hide Lower Zone

Shows or hides the lower zone of the main window.

If the lower zone is hidden, the following lower zone that appeared previously is displayed:

- Musical Editor
- Wave Editor
- Mixer

Show or Hide Control Parameters Area

Shows or hides the control parameters area.

Zoom

Enlarges or reduces the Track Editor, Musical Editor, or Wave Editor.

Zoom In Horizontally
Zoom Out Horizontally
Zoom In Vertically
Zoom Out Vertically

Enlarges or reduces the active Editor horizontally or vertically.

Zoom Full

Adjusts the Track Editor horizontal zoom rate so that all parts are displayed.

Enter Full Screen

Displays the window in full screen.

Window (Mac)

Minimize

Minimizes open windows to the dock. Click the VOCALOID Editor's window icon in the dock to return it to its original size.

Zoom

Maximizes the open windows or returns them to their original size.

Preferences

Opens the Preference dialog.

In the Mac version, this is found under “VOCALOID6 Editor” on the menu bar.

In the Windows version, it is found under “Setting” on the menu bar.

The Preference has three tabs (General, Audio, and Advanced), on which the corresponding settings can be set.

General

- VOCALOID:AI Default Voice: Selects the voice for newly created VOCALOID:AI parts.
- VOCALOID Default Voice: Selects the voice for newly created VOCALOID parts.
- Return to start position on stop[*1]: When this option is enabled, the song position returns to the position at which the song starts playing when playback is stopped.
- Pre-roll play (0.5 seconds)[*1] : Starts playback from 0.5 seconds before the song position.
  *1: This function is not available in the VST/AU version.
- Automatically check for updates: When this option is enabled, a message appears at startup whenever new updates for VOCALOID6 Editor, voice banks, or content is available.
- Timeout Wait Time: Checks via the internet whether new update data has been released when starting VOCALOID6 Editor. Set the maximum wait time. (Initial setting: 3 seconds)
- Load pre-installed media: Choose whether to load media files installed as presets by VOCALOID6 or VOCALOID5 Editor. To reduce VOCALOID6 Editor startup time, remove the checkmark to stop loading these files. This setting will be applied after restarting VOCALOID6 Editor.
- Reverse mouse wheel direction: When using the Track Editor or Musical Editor or Wave Editor, reverses the direction of scrolling relative to the mouse wheel rotation when rotating the mouse wheel while holding the shift key down to scroll the screen horizontally.

Audio[*2]

- Audio Device: Selects the audio device.
- Stereo Out L: Selects the output destination for the left channel.
- Stereo Out R: Selects the output destination for the right channel.
- Buffer Size: Selects the buffer size.
- Sampling Rate: Selects how often samples are acquired.
- MIDI Device: Displays the MIDI device.

*2: This function is not available in the VST/AU version.

Details

- Track Color: Selects from 16 colors for VOCALOID:AI tracks, VOCALOID tracks, and audio tracks.
- Lyrics
  - Default Lyric: Selects the default lyrics assigned to newly created notes for each language. This function does not select a default language. Default languages are determined for each voice bank.
  - Preferred Languages: When lyrics that can be converted to multiple languages are entered, they are converted into phonetic symbols based on the language preferences set in this field.
- Measure Offset: Sets the starting bar number.
- Cache Capacity: Selects the amount of cache memory to use.
  - Press the cache clear button to delete the cache data.
- Permit transmission of software use conditions: Selecting this check box allows the software usage status to be sent.
  - Allow connection with VOCALOID Bridge plug-in[*3]: Allows ARA connection to the VOCALOID Bridge plugin. The VOCALOID VSTi/AU plugin must be reloaded to apply this setting.
    *3: This function is only included in VST/AU versions.

Keyboard Shortcuts

You can add, change, or delete any shortcut to a specific function or operation in VOCALOID6 Editor.

You can also save keyboard shortcut settings as presets and instantly switch between shortcut settings by selecting different presets.

In the Mac version, this function is found under “VOCALOID Editor” on the menu bar.

In the Windows version, this function is found under “Setting” on the menu bar.

Help

Opens the Help menu.

Search (Mac)

Search descriptions concerning keywords input from Mac Help. Enter the keywords to search for and then click the results listed in the menu items.

About VOCALOID6 Editor

A window containing a description of the system version of VOCALOID6 Editor opens.

In the Mac version, this is found under “VOCALOID6 Editor” on the menu bar.

In the Windows version, it is found under “Help” on the menu bar.

Reference Manual

Opens the reference manual for VOCALOID6 Editor in a web browser.

Tutorial

Opens a tutorial for VOCALOID6 Editor in a web browser.

Check for Updates

Checks whether updated data of the new version has been released.

You need to be connected to the internet to check for updates.

Download New Content

Downloads newly distributed content.

News

Displays the latest information regarding VOCALOID.

vocaloid.com

Opens the VOCALOID™ official website in a web browser.

Voice Bank Version

Displays a list of the information of the voice banks (name, version, supported languages) installed on your computer and their versions.

Track Editor

Track Editor Tools

Arrow Tool

This is used mainly for selecting and editing operations.
Multiple selection is also possible by clicking the mouse button while pressing the [Command] key (Mac) or [Ctrl] key (Win) on the computer keyboard.

- Even when the arrow tool is selected, it will change to the pencil tool when the [Shift] key is pressed.

Pencil Tool

Line Tool

This is used mainly to input a new part or volume/panpot automation and to edit the tempo or time signature.

- The pencil tool automatically changes to the arrow tool whenever the tool is moved to the ruler, menu bar, or toolbar.
- Click again with the pencil tool selected or click and hold the pencil to open a selection menu and choose either the pencil tool or the line tool.

Scissors Tool

Divides a part.

###

Grid Tool

Automatically corrects the timing of the input position to the value (except OFF) selected from the pull-down display list. The beginning of the part, tempo, and marker entered and moved becomes the line position of the setting value.

- The grid can be turned OFF temporarily by operating the mouse while pressing the [Command] key (Mac) or [Ctrl] key (Win).
- Grid value shows the resolution of 1 measure. If “1/4” is selected, start and end timing of the input element (part, tempo, marker) is corrected to quarter measures. "T" indicates the timing of the triplet. If “1/2T” is selected, the input element is corrected to the position where 1 measure is divided to 3.

Track Editor Controls

Repeat

If (on) is selected, plays the section between the start marker and end marker inside the track repeatedly.

Auto-Scroll

Turns the auto-scroll on and off.

- When auto-scroll is on:
  - The playback position can be checked constantly as the editors will follow the song position.
- When auto-scroll is off:
  - The editor does not follow the song position moving to the right during playback. The movement of the song position in front disappears from the edge of the view.

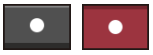
Stop/Go to Zero

Stops playback.

Clicking this button while stopped or double-clicking playing to return to the start.

Play

Starts playback.

 **Record**

Records the input MIDI events. It is necessary to turn on the Recording button on the Track View Header of the track you want to record. A new part is always created when recording commences.

In addition, a piano sound is output instead of a VOCALOID sound when recording.

- Recording starts when this is pressed during playback. Recording ends when this is pressed again, returning to playback mode.

Time Display

Displays the current song position, the corresponding tempo and time signature, and the computer load status.

Editor

Opens the Musical Editor or Wave Editor.

Mixer

Opens the Mixer.

Media

Opens the Media Browser.

Inspector

After selecting a track or note, press this button to open the Inspector on the right side of the main window.

Add Track

Creates a new track. In the dialog box that appears, set the information for the track you want to create and click “Add”.

TimeSig Track

Displays the time signature track in the ruler at the top of the Track Editor.

Tempo Track

Displays the tempo track in the Track Editor.

Main Track

Displays the main track in the Track Editor.

Mute

This illuminates if “Mute” is specified for any track.

Solo

This illuminates if “Solo” is specified for any track.

Ruler

Set Repeat to Selection Range

Sets the range from the beginning to end of the selected part as the repeat range.

Set Start or End Marker to Song Position

The range to be played back repeatedly can be set by setting the start marker at the start position and the end marker at the end position.

The respective markers displayed on the ruler can be freely repositioned along the time axis (for the interval set using Quantize) by dragging them. The start marker is always placed in front of the end marker.
The repeat mode turns on automatically and the repeat range bar changes color whenever a start or end marker is repositioned.

TimeSig Track

The time signatures currently specified are displayed.
Double-click to edit the time signature, or click with the pencil tool on the TimeSig Track or select “Create Time Signature on Song Position” on the context menu to add a new time signature.

Tempo Track

Displays the tempo information. The tempo information can be entered using the pencil tool or line tool and edited with the arrow tool.

Main Track

Displays the main volume information. The volume information can be entered using the pencil tool or line tool and edited with the arrow tool.

Effect

Displays the Audio Effect screen for the main track.

Track View Header

Track Color

Right-click to open the color palette and choose from one of 16 track colors. Track header and the parts are displayed in the track color. For VOCALOID:AI or VOCALOID parts, notes are also displayed in this color.

Track Name

Displays and sets the track name.

Effect

Displays the Audio Effect screen for the specified track.

Mute

Mutes the output from specified track.

Solo

Outputs only the desired track.

Recording

Records the track. This function records either VOCALOID:AI or VOCALOID tracks.

Volume Fader

Changes the output level of the track.

Panpot Slider

Moves the pan position of the track.

Track View

Zoom in/out

Horizontal zoom in (+)
Expands the horizontal width of the displayed track.

Horizontal zoom out (-)
Shrinks the horizontal width of the displayed track.

Horizontal zoom in/out wheel
Adjusts the horizontal width of the displayed track.

Vertical zoom in (+)
Expands the vertical height of the displayed track.

Vertical zoom out (-)
Shrinks the vertical height of the displayed track.

Vertical zoom in/out wheel
Adjusts the vertical height of the displayed track.

Audio part time stretch

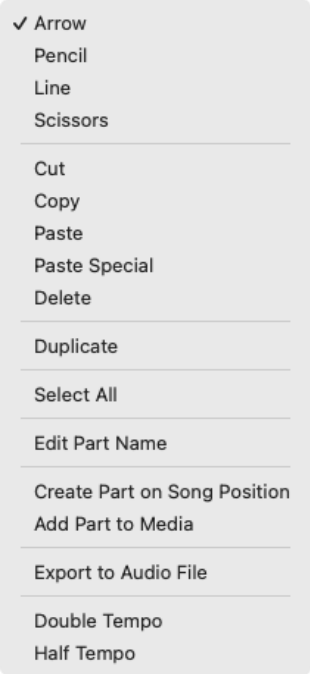
Time stretch is possible by dragging the right end of the audio part while holding down the [Option] (Mac) key or [Alt] (Win) key.

Context Menu

A tool can be changed, copied, or pasted.

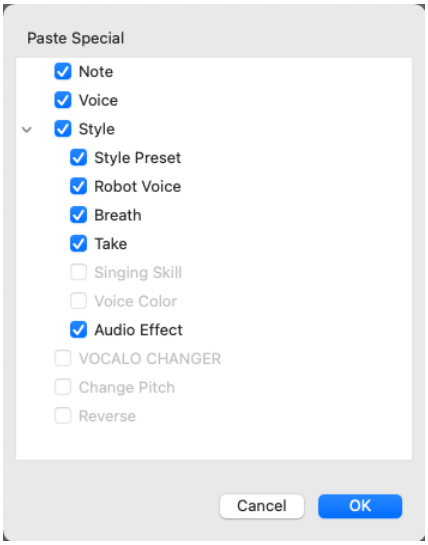
The functions differ for each target.

The following shows the menu displayed for VOCALOID:AI and VOCALOID parts.



Paste Special

Pastes only items selected from the dialog that appears.



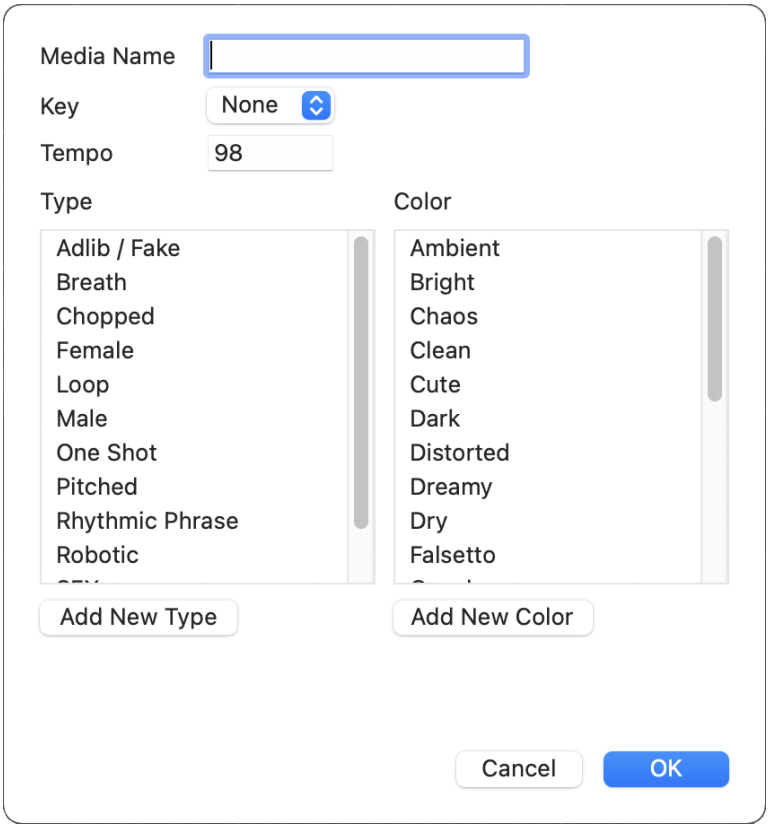
Create Part on Song Position

Creates a new part at the current position.

Add Part to Media

Adds the selected part to the Media Browser as a voice phrase.

The following dialog box will appear, and the key, tempo, media name and tag (type/color) can be configured.



- Select “None” if you are not going to set a key.
- The tempo can be set up to the second decimal place.

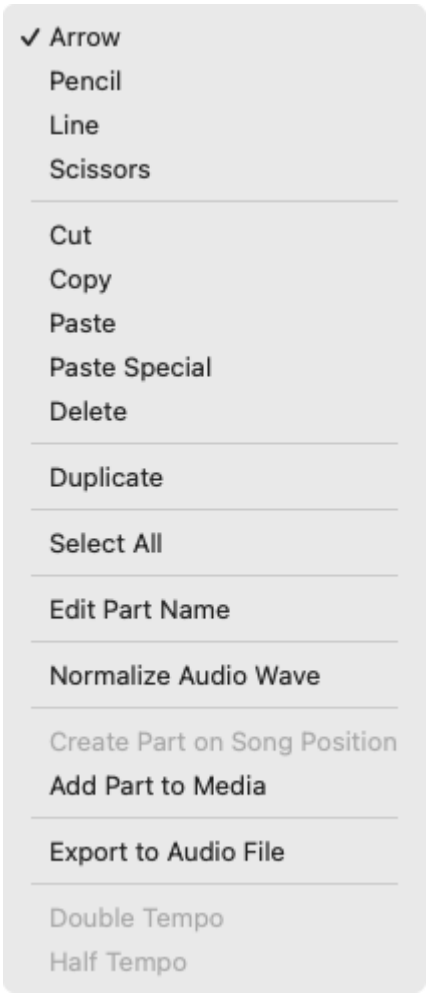
Double Tempo

This halves the current length of the selected VOCALOID:AI or VOCALOID part. An effect that seems to double the tempo can be obtained.

Half Tempo

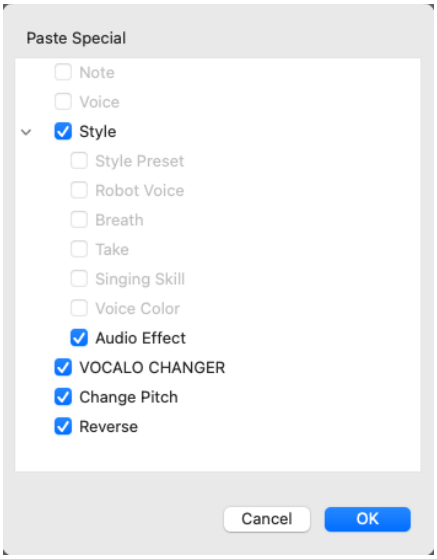
This doubles the current length of the selected VOCALOID:AI or VOCALOID part. An effect that seems to halve the tempo can be obtained.

The following shows the menu displayed for audio parts.



Paste Special

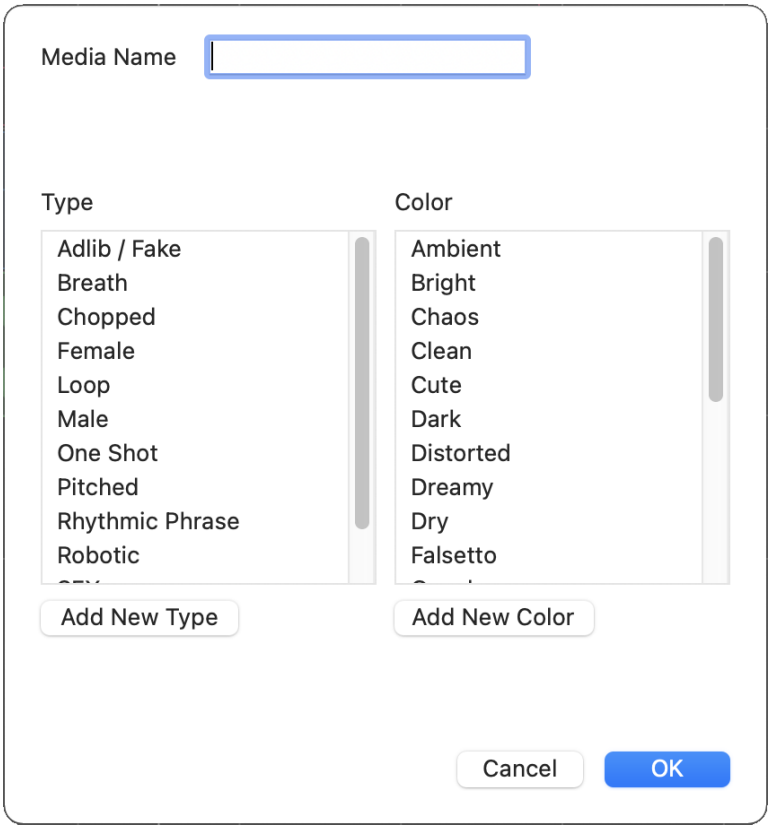
Pastes only items selected from the dialog that appears.



Add Part to Media

This adds the part to the Media Browser as a voice sample.

The following dialog box will appear, and the media name and tag (type/color) settings can be configured.



- The WAV file added has a 44.1 kHz/16-bit format.

VOCALOID:AI and VOCALOID Parts

This part is for entering the MIDI data to compose the synthesized vocal. Parts are highlighted from left to right during the synthesis process enabling you to listen to the highlighted, synthesized parts. (Parts longer than ten minutes in length are successively highlighted from bottom to top and cannot be heard synthesized with other parts until the parts are fully highlighted. Since synthesis is executed in whole part units, we recommend splitting parts to create smaller parts, reducing synthesis time by avoiding unnecessary synthesis.)

Audio Part

Displays the audio part. A thumbnail of the audio file, file name, and voice bank name (if synthesized by VOCALO CHANGER) appear inside the part.

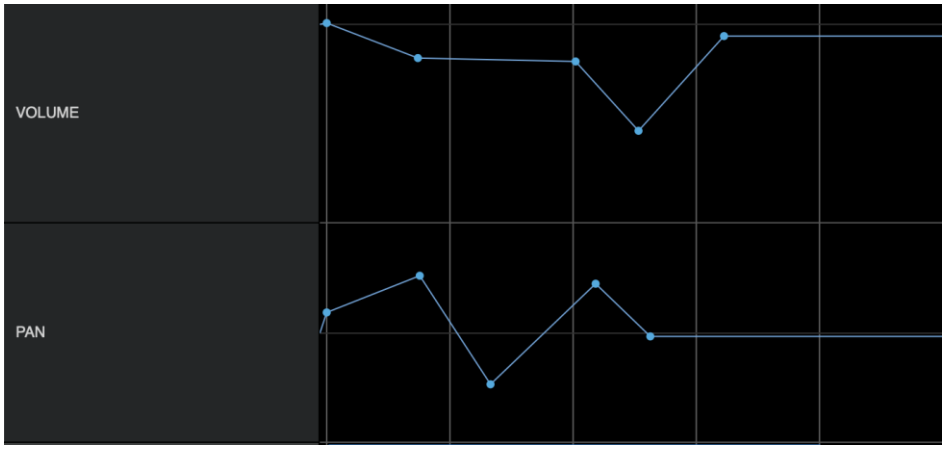
See below for the available file formats.

Number of bits	Fixed point: 8-bit, 16-bit, 24-bit Floating point: 32-bit
Sampling rate	44.1 kHz, 48 kHz, 96 kHz, 192 kHz
File format	WAV only

A file can be pasted by dragging it from Finder (macOS) or Explorer (Windows).
The pasted audio file is converted to the 44.1 kHz/16-bit format in accordance with the internal operating specifications of VOCALOID.

Volume/Panpot Automation

Automation of the volume and panpot position can be written. Click the arrow (>) to the left of each volume and panpot slider to open an automation track.


VOLUME
PAN

Musical Editor

Musical Editor Tools

Arrow Tool

This is used when selecting or moving an event such as a note or the breakpoint of a control parameter.

Pencil Tool

Line Tool

This is used when entering a note or a control parameter. Click again with the pencil tool selected or click and hold the pencil to open a selection menu and choose either the pencil tool or the line tool. When this tool is selected, the waveform of the synthesized sound is displayed in blue on the note.

Scissors Tool

A note can be divided.

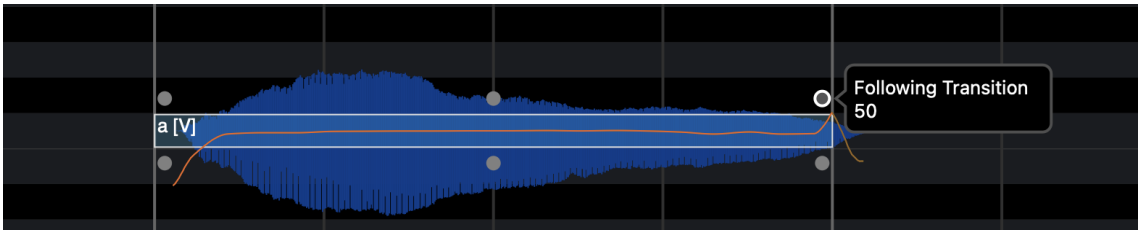
If pronunciation symbol protect was applied on the note before the division, the note after division will no longer be protected.

If quantize is turned on, the division position will follow GRID.

Musical Editor Controls

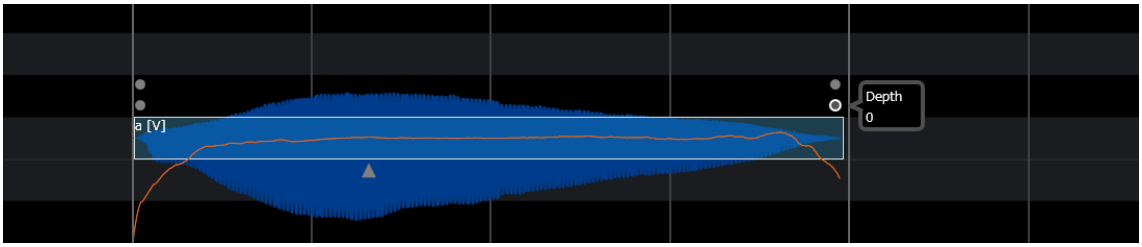
Pitch Tool

Enables the adjustment of note pitch. This function is for VOCALOID:AI parts.



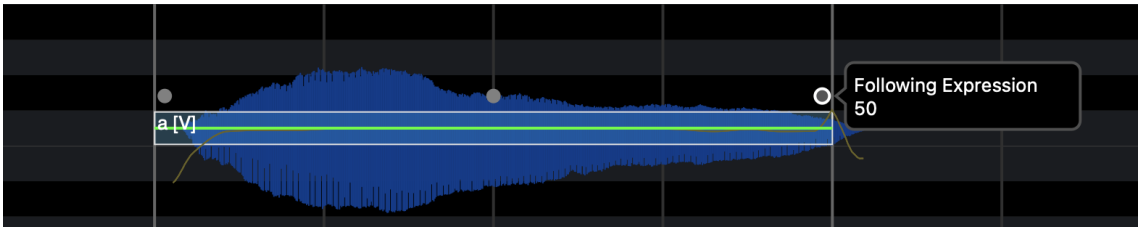
Vibrato Tool

Enables the adjustment of note vibrato. This function is for VOCALOID:AI parts.



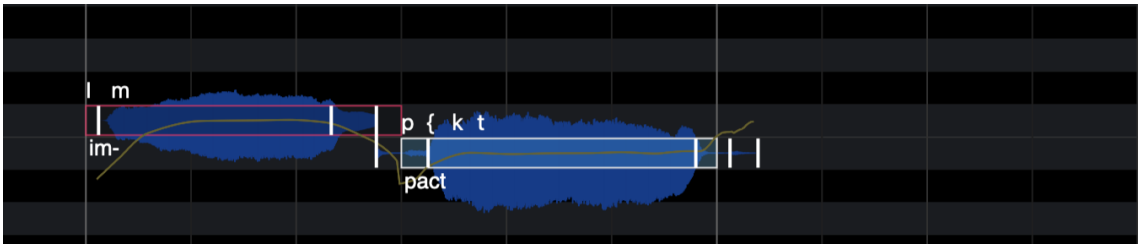
Expression Tool

Enables note expression adjustment. This function is for VOCALOID:AI parts.



Timing Tool

Enables the adjustment of note phoneme timing. This function is for VOCALOID:AI parts.

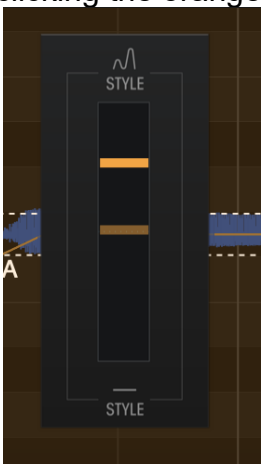


Emotion Tool

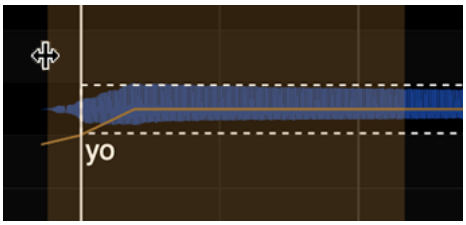
Press this button to display the emotion tool. This function is for VOCALOID parts.

Adjusts the “Accent” on how each note is sung.

- If Singing Skill is applied and the Attack Release Effect is not applied to the note, you can display the slider below to adjust the “Accent” by clicking the orange belt section.

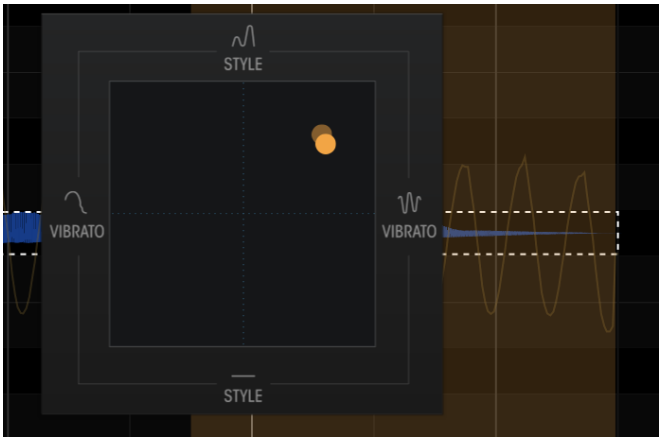


In addition, if the lyrics start from a consonant, the velocity control parameter[*1] can be adjusted by dragging the left end horizontally as shown in the image below.

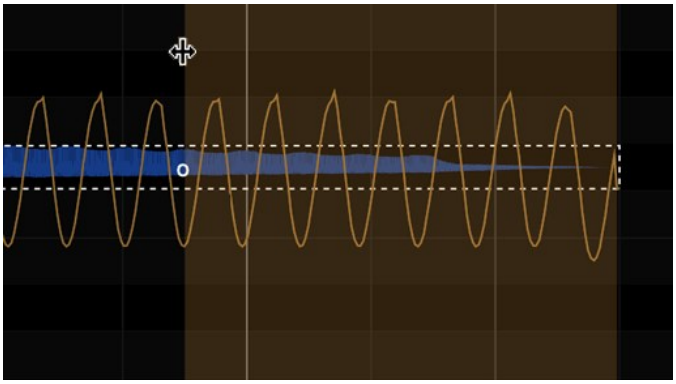


*1 Adjusts the length of the consonant. Adjustment is not possible if the lyrics start with a vowel.

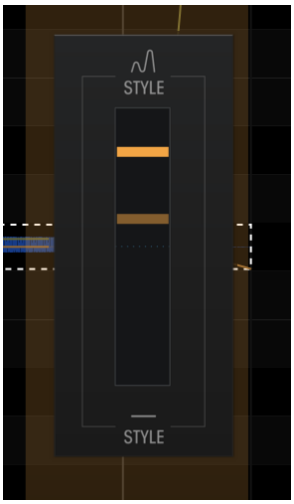
- If the Attack Release Effect Vibrato is applied to the note in the Note Inspector, you can display the pad below to adjust the period and amplitude of the vibrato by clicking the orange belt section.



Drag the left end of the orange belt section horizontally to adjust the area to which vibrato is applied.



- If an effect other than the Attack Release Effect Vibrato is applied to the note in the Note Inspector, you can display the slider below to adjust the “Accent” by clicking the orange belt section.



Temporary Switching of Emotion Tool

The emotion tool can be used temporarily by pressing the [Option] key (Mac) or [Alt] key (Win). This function is for VOCALOID parts.

Grid

Quantizes the input note position or control parameter relative to the position, and sets Quantize for the note length. The selectable Grid values are the same as those in the Track Editor.

- Quantize can be turned off temporarily by clicking the mouse button while pressing the [Command] key (Mac) or [Ctrl] key (Win).
- Right-click on a note and select "Quantize" or "Quantize 50%" from the context menu to quantize it.

Voice

Selects the voice.

Style

Selects the style.

Robot Voice

Changes the voice to a robot voice. Click this button to enable the function and then select the type.

Breath

Analyzes the sequence to automatically insert a breath at optimal locations. Click this button to enable the function and then select the type.

Take

Changes the timing for pronouncing notes within parts. This function is for VOCALOID:AI parts.

Ruler

Displays the bar or time signature.

Set Start or End Marker to Song Position

The range to be played back repeatedly can be set by setting the start marker to the position you would like the repeated playback to commence and the end marker to the position that it will finish.

The respective markers displayed on the ruler can be freely repositioned along the time axis (for the interval set using Quantize) by dragging them.

The start marker is always placed in front of the end marker.

Repeat mode turns on automatically and the repeat range bar changes color whenever a start or end marker is repositioned.

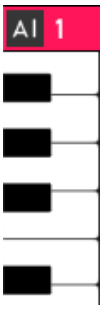
Changing the Part Length

Lengthen or shorten the track color band on the track to edit part length.

Piano Roll Header

Confirmation Sound

Pressing the key to the left of the piano roll plays a sample sound of the part voice. The track type and number are shown at the top of the piano roll.



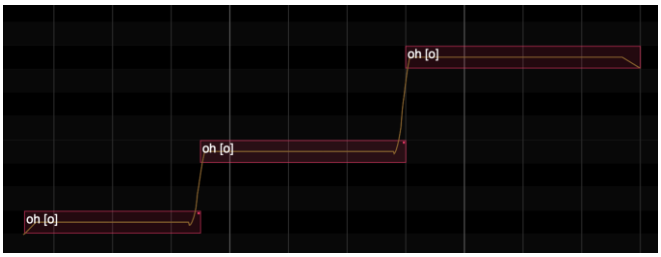
Piano Roll

Zoom in/out

You can zoom in (+) or zoom out (-) vertically and horizontally.

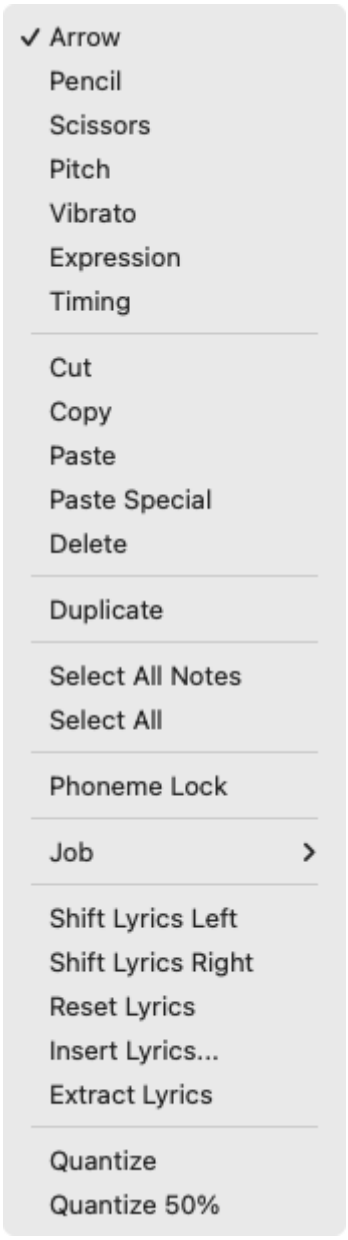
Pitch Curve

The orange line displayed together on top of the note refers to the pitch curve of the synthesized sound.



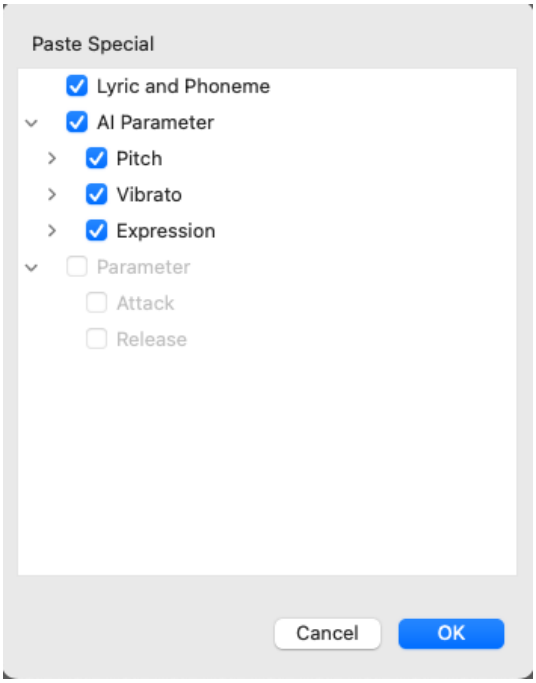
Context Menu

You can change, copy, or pasted a tool.
The functions differ for each target.
If the context menu is opened due to an event such as a note or breakpoint, the event will be selected. However, note that the selected status of the previously selected event will be removed.
The following screen is for piano roll.

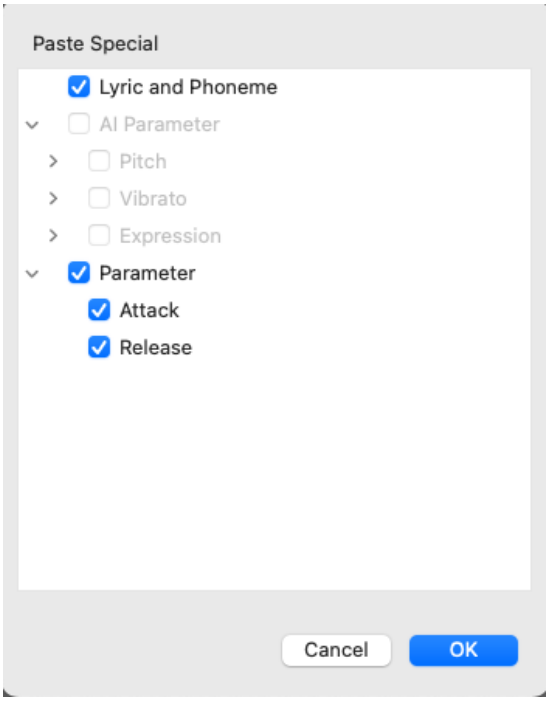


Paste Special
Pastes only items selected from the dialog that appears.

Paste special dialog for the VOCALOID:AI track



Paste special dialog for the VOCALOID track



Job sub menu

The following processing is performed on the selected notes. If no note is selected, processing is performed on all notes in the part.

- Staccato: Apply staccato of a specified strength to the note.
- Divide Note Equally: Divide the note into equal lengths.
- Split Note: Split the note into specified lengths at a designated position.
- Join Notes: Join selected notes into one note.
- Resolve Overlaps: Resolve note overlapping.
- Insert Rest: Insert a rest of a specified length in ticks at the song position.
- Transpose: Transpose the note by the specified number of semitones.

Entering Lyrics and Phonetic Symbols*1

Either lyrics or phonetic symbols can be edited depending on the selection of the two modes of “Lyrics Input Mode” in the Job menu, selected by either pressing the [Enter] key with the note selected or by double-clicking inside the note field.

For multilingual voices, lyrics with a mixture of languages can be entered.

*1 This function does not work if multiple notes are selected or if a note and control parameter are selected at the same time.

Display Phonetic Symbol Choices

If there are multiple phonetic symbol choices for input lyrics, the choices are displayed in a pull-down menu under the text field. The type of language to be converted is displayed on the right of the phonetic symbol suggestions.

If multiple terms demarcated by single-byte spaces are input, the phonetic symbol choices will not appear.

Melisma Symbol

The vowel of the previous note can be extended to produce the sound by entering a hyphen [-].

Extend a Part by Entering a Note in a Position Outside the Range of the Part

The part nearest to the note on the position of the created note or the pasted note can be extended.

Select the Next Note

The next note can be selected by pressing the [Right] key.

Select the Previous Note

The next note can be selected by pressing the [Left] key.

Expand the Note Selection Range by One to the Right

The selection range of the note can be expanded by one to the right by pressing the [Shift] + [Right] keys.

Expand the Note Selection Range by One to the Left

The selection range of the note can be expanded by one to the left by pressing the [Shift] + [Left] keys.

Raise Note by Half a Tone

A note can be raised by half a tone by pressing the [Up] key.

Lower Note by Half a Tone

A note can be lowered by half a tone by pressing the [Down] key.

Raise Note by 1 Octave

A note can be raised by one octave by pressing the [Shift] + [Up] keys.

Lower Note by 1 Octave

A note can be lowered by one octave by pressing the [Shift] + [Down] keys.

Input Lyrics of Next Note

When entering the lyrics, press the [Tab] key in the text field displayed to shift to the lyrics input state for the next note.

Input Lyrics of Previous Note

When entering the lyrics, press the [Shift] + [Tab] keys in the text field displayed to shift to the lyrics input state for the previous note.

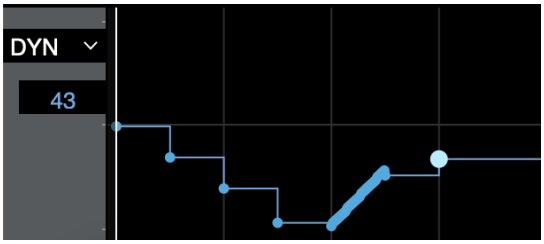
Control Parameter

Showing or Hiding the Control Parameters Area

When the Musical Editor is open, it is also possible to show/hide the Control Parameters area by clicking the buttons in the bottom left area of the editor.

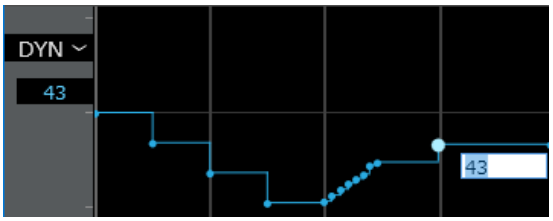
Entering Control Parameters[*1]

You can enter control parameters using the musical editor tool. The value of the selected control parameter will be displayed in a text box as shown below. You can edit the selected control parameter by changing the value in the text box.



If multiple control parameters are selected, the number indicated at the beginning of the parameter being edited will appear in the text box. Entering a value will change all of the multiple selected control parameter settings to the same value at that same time.

If you select the arrow tool and double click the dot, a text box will appear at the bottom right where you can enter a value for that position.



*1 You can enable the text box to be edited by pressing the [Enter] key with a control parameter selected but this does not work if a note has been selected at the same time.

Description of Each Control Parameter

If a VOCALOID:AI track is displayed, only “Dynamics”, “Pitch Bend”, “Pitch Bend Sensitivity”, “Character” and “Expression” parameters can be edited. Note that “Expression” cannot be edited in a VOCALOID track.

Velocity

Adjusts the length of the consonant.

When this value is increased, the consonant becomes shorter and when it is decreased, the consonant becomes longer.

Dynamics

Adjusts the volume of the synthesized voice.

Pitch Bend

Adjusts the pitch of the pronunciation. The range of values is -8192 to +8191.

Pitch Bend Sensitivity

Adjusts the sensitivity of the pitch bend.

If the value is set to 12 half-tones, and the pitch bend is set to a value from 0 to +8191, the pitch is raised by 12 half-tones = 1 octave.

Exciter

Adjusts the tone of the voice.

Growl
Adjusts the extent of the growl.

Breathiness
Adjusts the amount of breath to mix in with the pronunciation and the tone of the vowel.

Air
Adjusts the amount of breath to mix in with the pronunciation.

Mouth
Adjusts the distinctness (mouth opening) of the pronunciation.

Character
Adjusts the formant of the pronunciation.

A feminine pronunciation is produced by raising this value.

A masculine pronunciation is produced by lowering this value.

Brightness
Adjusts the brightness of the pronunciation.

Clearness
Adjusts the clearness of the pronunciation.

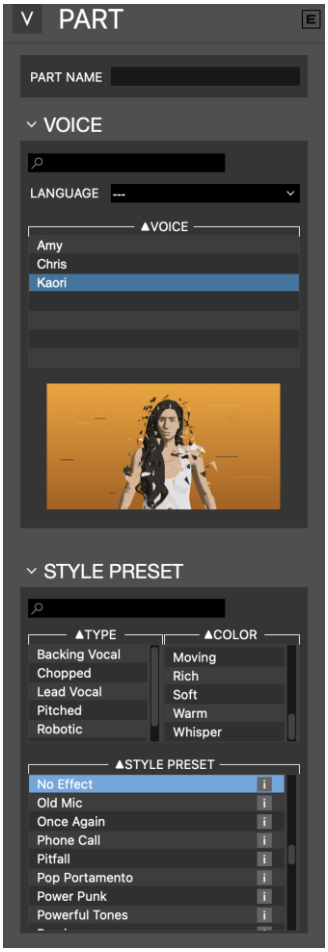
Portamento Timing
Adjusts the position where the pitch of the pronunciation changes.

Expression
Set the transition of volume changes passed to the engine for synthesis.

Inspector

Part Inspector

After a part is selected in Track Editor, clicking the “Inspector” button in the upper right area of the main window displays the Part Inspector panel on the right side of the main window. Part Inspector can display information and change settings for the selected part.



PART NAME

Enters the part name.

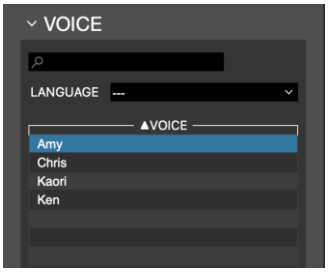
Effect

Displays the Audio Effect screen.

VOICE

Voices can be selected for each VOCALOID:AI or VOCALOID part.

The voices for multiple parts can be simultaneously changed to the same voice by selecting multiple parts.

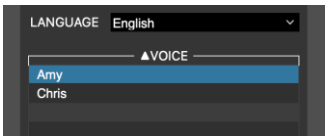


Voice Word Search

Voices can be filtered and searched by entering a word directly into the search box.

Voice Language Search

Voice searches can be filtered based on the LANGUAGE list.



STYLE PRESET

A style setting can be set for each VOCALOID:AI or VOCALOID part.

Style presets can be used to limit styles to preset styles based on phrase tags.

Even if the style is changed, control parameters such as “Pitch Bend” and “Dynamics” entered manually in the part will not disappear.

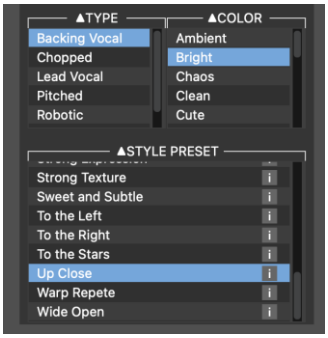
Style Word Search

A style preset can be searched by entering a word directly.

Multiple words separated by half-byte spaces can also be entered to narrow down the search.

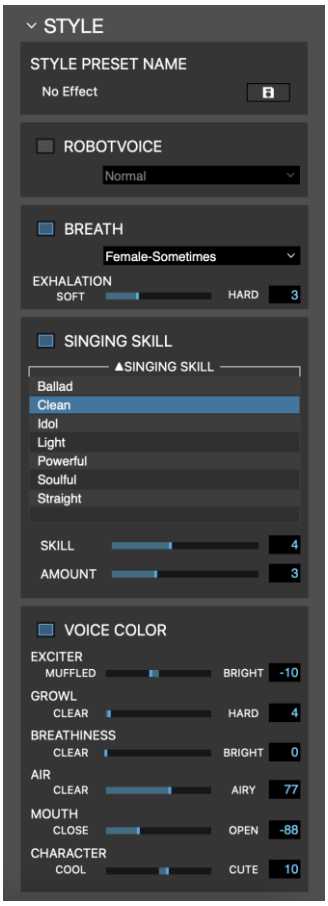
Style Tag Search

Style presets can be searched based on phrase tags. Clicking the i button to the right of the style preset name displays the corresponding information.



STYLE

Created style presets can be saved or edited. However, pre-installed styles cannot be edited.



Save Style Preset

Styles can be saved by clicking the button to the right of the style preset.

Besides the name, a tag can also be attached.

The tag is selected from a list. New tags can also be added.

ROBOT VOICE

Changes the voice to a robot voice.

3 modes, HARD/NORMAL/SOFT, can be selected.

BREATH

This function analyzes a sequence and automatically inserts a breath at the appropriate location. You can also set the breath insertion frequency.

- EXHALATION: Sets the volume of the breath to insert.

SINGING SKILL

This is a MIDI effect that automatically applies a suitable pitch bend and dynamics according to the sequence. This function is only available for VOCALOID parts.

- SKILL: Adjusts the singing skill level.
- AMOUNT: Adjusts the inflection level.

VOICE COLOR

Determines the voice color.

Provides an offset to a control parameter that can be edited with the musical editor. This function is only available for VOCALOID parts.

- EXCITER: Adjusts the tone of the voice.
  Settings range from muffled (-64) to bright (+63).
- GROWL: Adjusts the level of growl.
  Settings range from clear (0) to hard (127).
- BREATHINESS: Adjusts the amount of breath mixed into pronunciation and the tone of vowels.
  Settings range from clear (0) to bright (127).
- AIR: Adjusts the amount of breath mixed into pronunciation.
  Settings range from clear (0) to airy (127).
- MOUTH: Adjusts the diction (mouth opening level) of the pronunciation.
  Settings range from closed (-127) to open (0).
- CHARACTER: Adjusts the formant of pronunciation. A feminine pronunciation is produced by raising this value. A masculine pronunciation is produced by lowering this value.

Take

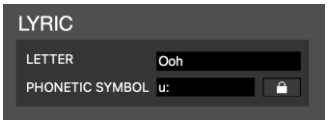
Changes the timing for pronouncing notes within parts. This function is for VOCALOID:AI parts.

Note Inspector

After a note is selected in the Musical Editor, clicking the “Inspector” button in the upper right area of the main window screen displays the Note Inspector panel on the right side of the main window. Note Inspector can display information and change settings for the selected note.

Edit Lyrics

Both lyrics and phonetic symbols can be edited. Clicking the button enables the phonetic symbols to be protected.



ATTACK/RELEASE

Enables you to apply effect settings for attack and release portions of notes. This function is for VOCALOID parts.

How to Apply/Cancel an Effect

A note can be applied on an effect having an Attack Release attribute.

To apply an effect, click the icon.

To cancel an effect, click the icon again.

Adjust Effect

Enables the intensity of each effect to be adjusted.

Category of Effect

There are several Attack Effects and Release Effects available, which are grouped into four respective categories:

- Pitch
- Dynamics
- Tone
- Ornamentation

Attack Release Effects Designed for Specific Voice Banks

If there are special attack release effects designed for the selected Voice Bank, it will be displayed at the top of each tab.

PARAMETER

Enables you to configure pitch, vibrato, and expression settings for notes. This function is compatible with the respective Musical Editor pitch, vibrato, and expression tools, and is for VOCALOID:AI parts.

Audio Effects Window

Clicking the E button in the Track Editor, Part Inspector, or the EFFECT button in the Mixer displays an Audio Effects Window relevant to the selected track or part.

How to Add an Audio Effect

In the Effect List on the right side of the Audio Effects Window, click the desired effect to be added.

How to Delete an Audio Effect

In the Effect List on the right side of the Audio Effects screen, click the effect to be deleted or right-click on the effect to be deleted and select “Delete Audio Effect.”

Bypass Method

Press the button at the top left of each effect to turn it off and bypass the effect.

Change Routing

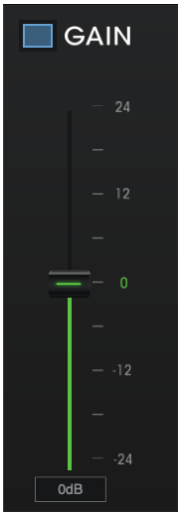
Drag and drop the effect to the position you want it in the Audio Effect Window to change the routing.

Preset of Each Audio Effect

A preset can be imported from the list at the top right of each effect.

GAIN

This effect adjusts the level.



DE-ESSER

This effect reduces excessive sibilance, primarily for vocal recordings. It is a special type of compressor that is tuned to be sensitive to the frequencies produced by the s-sound.

Press the MONITOR button to monitor signals that are filtered and cut during playback.

COMPRESSOR

A compressor is an effect used to narrow the dynamic range (the difference in volume between loud and soft) by compressing the sound.

EQUALIZER

A standard 4Band parametric equalizer equipped with a low-cut filter. Low and High are the shelving type.

DISTORTION

A standard distortion effect has four filter types. Distortion adds crunch to your tracks.

CHORUS

A standard chorus effect in which three filters including the flanger type can be selected. It works by doubling the audio that is sent into it with a slightly detuned version.

PHASER

Phaser is an effect to create the well-known swooshing phasing effect. A stereo enhancement function has been added.

TREMOLO

Tremolo is an amplitude modulation effect.

AUTO PAN

Auto Pan moves the sound to the left and right.

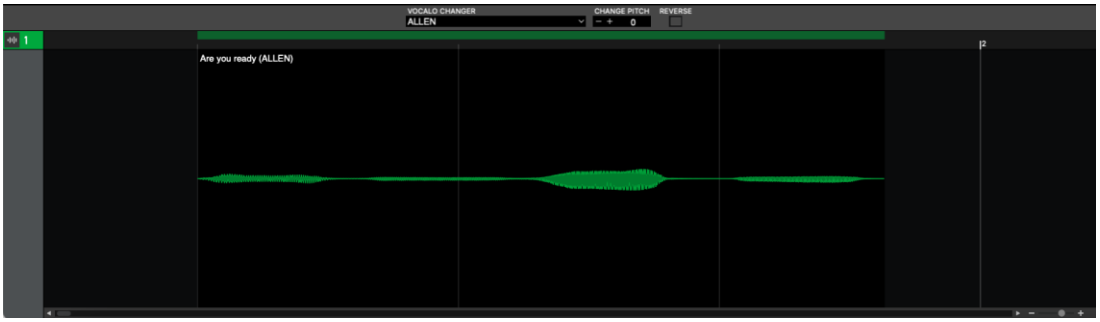
DELAY

This is a stereo delay effect that alternates each delay repeat between the left and right channels. The effect can either be tempo-based or use freely specified delay time settings.

REVERB

This is a standard reverberation effect that has three types.

Wave Editor



VOCALO CHANGER

Selecting a voice analyzes the audio to generate a synthesized voice.

Change Pitch

Raises or lowers the pitch of the audio from -12 (-1200 cent) to 12 (+1200 cent).

The value can also be changed by entering the value in the text field.

Reverse

Changes audio sound backwards.

Time Stretch

Time can be stretched by pressing the [Option] key (Mac) or [Alt] key (Win) while dragging the end of the audio part on the ruler in the Wave Editor, or pressing the [Option] key + dragging (Mac) or [Alt] key + dragging (Win) the end of the audio part in the Track Editor.

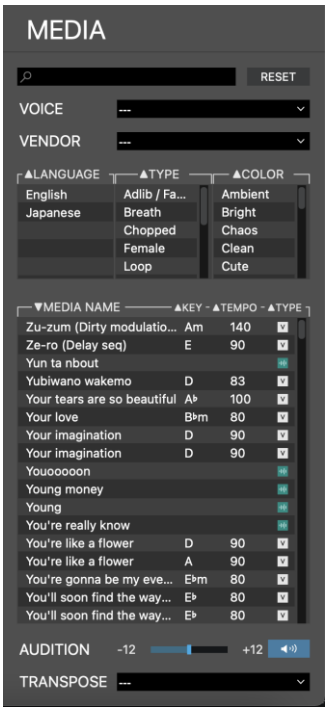
The time stretch range is from 0.5 times to 4 times.

Media Browser

Pressing the Media button at the top right of the main window displays the Media Browser on the right side of the window.

Type of Media

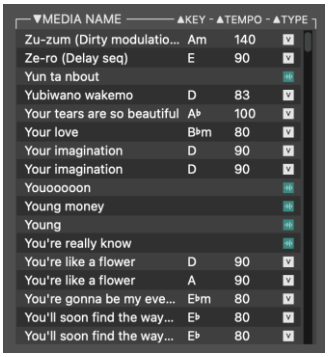
There are two types of media: voice phrase (VOCALOID:AI/VOCALOID) and voice sample (Audio).



The key and tempo contained in the voice phrase will be displayed in the Media Browser.

- To set the key or tempo in a voice phrase created by a user, refer to the instructions in “Add Part to Media” of “Context Menu” section on page 30.

The display order can be sorted by clicking MEDIA NAME, KEY, TEMPO, or TYPE. You can switch between ascending or descending order by clicking it again.



Media Word Search

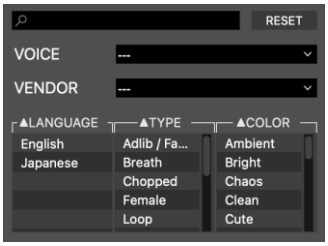
Media can be searched by name by entering a word in the search box.

The input is not case sensitive.

Multiple words separated by half-byte spaces can also be entered to narrow down the search.

Media Tag Search

Searches can be filtered based on voice, vendor, or media tags.



You can delete all filtered media tags by pressing the reset button (

).

To enable faster searches, searches are also filtered by lower tags when filtering by tags with unnecessary tags hidden.

Media Monitor

When the monitor button is on, media can be previewed by clicking them. The preview can be stopped by clicking the monitor button during the preview.

Continuous playback is also possible by selecting with the up/down cursor keys.

The monitoring volume can be adjusted using the slider (

).

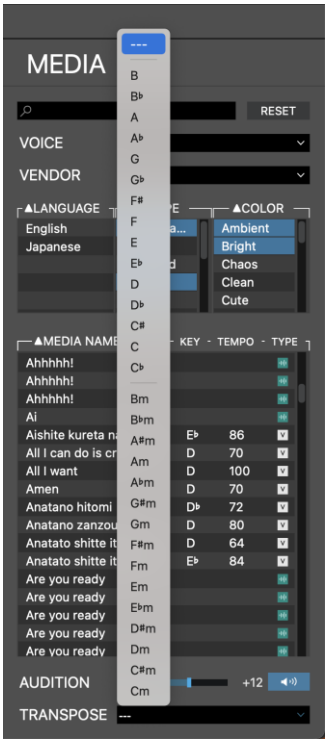
How to Paste Media

A voice phrase can be pasted into a VOCALOID:AI or VOCALOID track by dragging it.

When pasting a voice phrase to a track, the key can be transposed. (Only the media key is specified.)

Select the key to transpose in the pull-down list

next to “TRANSPOSE.”



- There are a total of 30 types of major and minor keys.
- If you do not want to transpose the key, select “---” at the top of the pull-down list.

You can paste a voice phrase in the Media Browser at the current song position for the selected track by double-clicking that sample.

Similarly, a voice sample can also be dragged and pasted onto an audio track. However, a voice sample cannot be pasted onto VOCALOID:AI and VOCALOID tracks.

You can paste a voice sample in the Media Browser at the current song position for the selected audio track by double-clicking that sample.

Edit Media Properties

Only user-added media properties can be edited from the context menu.

Pre-installed or downloaded media properties cannot be edited.

Delete Media

Only user-added media can be deleted from the context menu.

Add Part to Media

A part in Track Editor can be added to Media Browser as a media. Any tag can be attached to a media.

This menu can be selected from the job menu.

Mixer

Pressing the Mixer button at the top right of the main window opens the Mixer.

Track Audio Effect Button

Displays the Audio Effect window for the track.

Audio Output Routing Setting

Sets the output destination of the track.

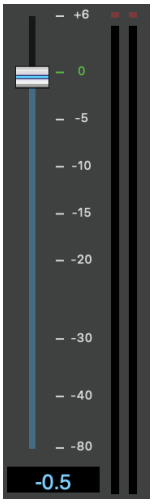
- For the standalone edition: The name of the audio device appears on the main track, and "Main" appears on all other tracks.
- For the VST/AU edition: The output destination path can be selected from the pull-down menu.

Panpot Slider

Moves the pan position of the track.

Volume Fader

Operates the output level of the track.



Mute

Mutes the output from the track turned on.

Solo

Outputs only from a track turned on.

Recording

Select as a track for recording if turned on. This function is only for either VOCALOID:AI or VOCALOID tracks.

About the VST/AU Edition

Save Sequence in DAW Project File

When save is executed on the DAW side, sequence data of the VOCALOID6 VST/AU edition can be saved in a DAW project file.

The VOCALOID6 project (vpr) can be imported in the VOCALOID6 VST/AU edition.

Performing Operations from the VOCALOID6 VST/AU Version

Enables play and stop operations.

ARA Compatibility

With ARA-compatible sequencers and music software, the VOCALOID6 ARA extension functionality can be used to perform the following host application operations from the VOCALOID6 plugin.

- Change song position
- Specify repeat settings (set marker positions and enable/disable the repeat function)

For VOCALOID6 VST/AU editions, ARA extension functionality can be used by enabling the ARA plugin “VOCALOID Bridge” within the host project.

The method for enabling the ARA plugin differs depending on the host application, so refer to the corresponding application manual or other documentation for more details.

Note: If the VOCALOID6 plugin is not running with the same DAW project, a message appears indicating that the ARA plugin is not connected.

Tempo Synchronization

In VOCALOID6 VST/AU editions, playback can be synchronized with DAW tempo events. The synchronization mode can be switched on or off by clicking the button on the tempo track header.

- Local Tempo Mode
  The button is illuminated in this mode. Enables tempo track editing. On the VOCALOID side, tracks are played based on the VOCALOID tempo event setting. The song position on the VOCALOID side is synchronized with the DAW operation but the song position on the DAW side is not synchronized with VOCALOID operation. If a different tempo to the DAW side is specified, the song position will not match the vocal playback position.

- Global, Locked, and Synchronized Tempo Modes
  The button is not illuminated in this mode. The VOCALOID tempo track cannot be edited.
  The function behaves differently depending on the VOCALOID Bridge plugin connection status and whether the “Allow connection with VOCALOID Bridge plug-in” check box is selected in the [Preferences] - [Details] settings.

Mode	Allow Connection Selected	VOCALOID Bridge connection status	Action
Global tempo mode	No	Not connected	Uses the DAW tempo event setting. The audio playback position and song position will be unsynchronized if a DAW tempo change occurs during playback.
Locked tempo mode	Yes	Not connected	Uses the VOCALOID tempo event setting. The song position will be same behavior as playing in Global tempo mode.
Synchronized tempo mode	Yes	Connected	The VOCALOID tempo events are synchronized with DAW tempo events. The song position remains synchronized with the DAW unit during playback.

About VOCALOID6 Editor Lite

VOCALOID6 Editor Lite is a free editor included with voice bank products that enables you to enjoy creating songs using voice banks without having to purchase VOCALOID6 Editor.

Differences from VOCALOID6 Editor

VOCALOID6 Editor Lite is a free version of VOCALOID6 Editor and has the same features, but with some limitations, which are listed as follows:

- Only one VOCALOID:AI track or VOCALOID track can be used in the same project.
- Only one audio track can be used in the same project.
- When a project file saved with the paid version of VOCALOID6 Editor is loaded, any tracks that exceed the track count limit are not loaded. *1

*1: When opening a project file in which multiple VOCALOID:AI tracks and VOCALOID tracks are saved, the track with the lowest track number is loaded. Similarly, when opening a project in which multiple audio tracks are saved, the audio track with the lowest track number is loaded. If you save the project, the unloaded tracks are deleted.

- Functions such as VST and AU that are used together with a DAW are not available. *2

*2: VOCALOID6 Editor Lite is installed as DAW plug-in, but when a project file with a track in which the plug-in is embedded is loaded into a DAW, the editor screen does not open.

Authorization of VOCALOID6 Editor Lite

Unlike the VOCALOID6 Editor trial version, there is no time limit on the use of VOCALOID6 Editor Lite and hence you can use it indefinitely. However, in order to use it indefinitely, you need to authorize it with a serial code for VOCALOID6 Editor Lite. The authorization method is the same as for other VOCALOID6 products. The only difference is the serial code. VOCALOID6 Editor Lite must be authorized using the serial code for VOCALOID6 Editor Lite. (For details on how to authorize VOCALOID6 products, see the installation manual "VOCALOID_Install_Manual_ENG.pdf".)

If you purchase VOCALOID6 Editor, by simply re-authorizing VOCALOID6 Editor Lite with the VOCALOID6 Editor serial code, you can now use the software as the paid version of VOCALOID6 Editor without having to reinstall the program. In this case, VOCALOID6 Editor will revert to VOCALOID6 Editor Lite when it is deauthorized. If you want to revert VOCALOID6 Editor Lite to the unauthorized state, you will need to further deauthorize from the VOCALOID6 Editor Lite state.

Appendix

Phoneme

VOCALOID6 Phonetic Symbol Table (English)

Symbol	Sample	Comments
V	Strut	
e	Them	
I	Kit	
i:	Beef	
{	Trap	
O:	Taught	
Q	Lot	
U	Put	
u:	Boot	
@r	Maker	
eI	Pay	
aI	Buy	
OI	Boy	
@U	Oat	
aU	Loud	
I@	Beer	
e@	Bear	
U@	Poor	
O@	Pour	
Q@	Star	
w	Way	
j	Yellow	
b	Cab	
d	Bad	

Symbol	Sample	Comments
g	Bag	
bh	Big	beginning of syllable, with aspiration
dh	Dog	beginning of syllable, with aspiration
gh	God	beginning of syllable, with aspiration
dZ	Jeans	
v	Vote	
D	Their	
z	Resort	
Z	Asia	
m	Mind	
n	Night	
N	Long	
r	Red	
l	Feel	
l0	List	beginning of syllable
p	Dip	
t	Sit	
k	Rock	
ph	Peace	beginning of syllable, with aspiration
th	Top	beginning of syllable, with aspiration
kh	Kiss	beginning of syllable, with aspiration
tS	Touch	
f	Feel	
T	Think	
s	Sea	
S	Share	
h	Hat	

Symbol	Sample	Comments
@	-	schwa (reduced vowel sound)

VOCALOID6 Phonetic Symbol Table (Japanese)

Symbol	Sample (in roman letters)	Comments
a	a i	
i	i ma	
M	u ta	
e	e ga o	
o	o mo i	
k	ko ko ro	
k'	ki bo u	/i/が後ろに続く
g	ge n ki	
g'	gi ri	/i/が後ろに続く
N	o n ga ku	/g/を鼻音化 発音記号を直接入力する場合にのみ使用できます。（VOCALOID パートでのみ有効、VOCALOID:AI パートでは発音されません。）
N'	ka gi	/i/に続く、/g/を鼻音化 発音記号を直接入力する場合にのみ使用できます。（VOCALOID パートでのみ有効、VOCALOID:AI パートでは発音されません。）
s	sa da me	
S	shi a wa se	
z	ki zu	発音記号を直接入力する場合にのみ使用できます
Z	i ji	発音記号を直接入力する場合にのみ使用できます
dz	zu bo shi	単語の始め
dZ	ji bu n	単語の始め
t	ta i do	

Symbol	Sample (in roman letters)	Comments
t'	ba ra e ti	/i/が後ろに続く
ts	tsu ki	
tS	i no chi	
d	da i chi	
d'	me ro di	/i/が後ろに続く
n	na mi da	
J	ni o i	/i/が後ろに続く
h	ha na	
h¥	ma ho u	単語の途中 発音記号を直接入力する場合にのみ使用できます
C	hi na gi ku	/i/が後ろに続く
p¥	fu shi gi	
p¥'	fi a n se	
b	bo ku	
b'	bi ji n	/i/が後ろに続く
p	po su to	
p'	pi a no	/i/が後ろに続く
m	ma na ko	
m'	mi ra i	/i/が後ろに続く
j	yu me	
4	so ra	
4'	ri ku tsu	/i/が後ろに続く
w	wa ta shi	
N¥	ji ka N¥	

VOCALOID6 Phonetic Symbol Table (Korean)

Symbol	Main Symbol	Complementary Symbol	Sound Classification	Comments
ㅏ	[a]		모음	
ㅑ	[ja]			
ㅓ	[7]			
ㅕ	[j7]			
ㅗ	[o]			
ㅛ	[jo]			
ㅜ	[u]			
ㅠ	[ju]			
ㅡ	[M]			
ㅣ	[i]			
ㅐ, ㅔ	[e]			[ㅐ]와 [ㅔ]를 구별하지 않고, [ㅐ]를 대표음으로 발음
ㅒ, ㅖ	[je]			[ㅒ]와 [ㅖ]를 구별하지 않고, [ㅒ]를 대표음으로 발음
ㅘ	[oa]			
ㅝ	[u7]			
ㅙ, ㅚ, ㅞ	[ue]			[ㅙ],[ㅚ],[ㅞ]는 구별하지 않고, [ㅙ]를 대표음으로 발음
ㅟ	[ui]			
ㅢ	[Mi]			

ㄱ	[g]	[gp]	유성파열음	[gp]는 받침소리
ㄴ	[n]	[np]	비음	[np]는 받침소리
ㄷ	[d]	[dp]	유성파열음	[dp]는 받침소리
ㄹ	[r]	[l], [rp]	유음	[rp]는 받침소리, [l]은 [rp] 뒤의 [r] 발음(영어의 [l] 발음에 해당)
ㅁ	[m]	[mp]	비음	[mp]는 받침소리
ㅂ	[b]	[bp]	유성파열음	[bp]는 받침소리
ㅅ	[s]	[sh]	무성마찰음	[sh]는 [s]가
				모음[ja],[j7],[jo],[ju],[i],[je],[ui]와 결합할 때의 발음
ㅇ	[N]	[Np]	비음	[Np]는 받침소리
ㅈ	[c]		유성파찰음	
ㅊ	[ch]		무성파찰음	
ㅋ	[k]			
ㅌ	[t]			
ㅍ	[p]		무성파열음	
ㅎ	[h]		무성마찰음	
ㄲ	[g']		유성파열음	
ㄸ	[d']			
ㅃ	[b']			
ㅆ	[s']	[sh']	무성마찰음	[sh']는 [s']가 모음[ja],[j7],[jo],[ju],[i],[je],[ui]와 결합할 때의 발음
ㅉ	[c']		유성파찰음	

VOCALOID6 Phonetic Symbol Table (Spanish)

Symbol	Sample	Comments
a	Padre	
e	Enero	
i	Finca	
o	Foco	
u	unidos	
I	Aire	forms diphthong [a I]
	rey	forms diphthong [e I]
	hoy	forms diphthong [o I]
	muy	forms diphthong [u I]
U	Pausa	forms diphthong [a U]
	neutro	forms diphthong [e U]
	bou	forms diphthong [o U]
j	Hacia	palatal approximant
	tierra	forms diphthong [j a]
	piojo	forms diphthong [j e]
	viuda	forms diphthong [j o]
		forms diphthong [j u]
w	cuadro	forms diphthong [w a]
	fuego	forms diphthong [w e]
	cuota	forms diphthong [w o]
	fuimos	forms diphthong [w i]
p	Perro	
t	Tuyo	
k	Carro	
b	Vino	occlusive
d	Donde	occlusive
g	Gata	occlusive

Symbol	Sample	Comments
B	Cabra	approximant
D	Nada	approximant
G	Luego	approximant
tS	Chico	
f	Fácil	
T	Pez	
s	Sala	
x	Jamón	
m	madre	
n	Nada	
J	Caña	
l	hablar	
r	Pero	sometimes written as [4]
rr	Perro	sometimes written as [r]
L	Millón	palatal lateral approximant, in some accents pronounced [j¥] (see: yeísmo)
j¥	Sayo	voiced palatal fricative, sometimes pronounced [j]

VOCALOID6 Phonetic Symbol Table (Chinese)

Symbol	Sample (pinyin)	Comments
a	Ba	
o	Po	
7	Ke	
i	ji , yi	
u	fu , wu	
y	ju , qu , xu , nv , lv , yu	following /j/ , /q/ , /x/ (pinyin : u) following /n/ , /l/ (pinyin : v)
@`	Er	
i¥	zi , ci , si	following /z/ , /c/ , /s/ (pinyin : i)
i`	zhi , chi , shi , ri	following /zh/ , /ch/ , /sh/ , /r/ (pinyin : i)
aI	Sai	
ei	Fei	
AU	Hao	
@U	Hou	
ia	xia , ya	
iE_r	jie, ye	
ua	kua , wa	
uo	huo , wo	
yE_r	jue , que , xue , nve , lve , yue	following /j/ , /q/ , /x/ (pinyin : ue) following /n/ , /l/ (pinyin : ve)
iAU	xiao , yao	
i@U	jiu , you	
uaI	kuai , wai	
uei	gui , wei	
a_n	Fan	

Symbol	Sample (pinyin)	Comments
@_n	Fen	
i_n	xin , yin	
iE_n	qian , yan	
ua_n	duan , wan	
u@_n	dun , wen	
y_n	xun , yun	
y{_n	xuan , yuan	
AN	Pang	
@N	Beng	
iN	xing , ying	
iAN	xiang , yang	
uAN	chuang , wang	
u@N	Weng	
UN	Dong	
iUN	xiong , yong	
p	Bo	
p_h	Po	
m	Mo	
f	Fo	
t	De	
t_h	Te	
n	Ne	
l	Le	
k	Ge	
k_h	Ke	
x	He	
ts¥	Ji	
ts¥_h	Qi	

Symbol	Sample (pinyin)	Comments
s¥	Xi	
ts`	Zhi	
ts`_h	Chi	
s`	Shi	
z`	Ri	
ts	Zi	
ts_h	Ci	
s	Si	

VOCALOID6 Phonetic Symbol Table (Chinese) (Bopomofo)

Symbol	Sample (bopomofo)	Comments
a	ㄅㄚ	
o	ㄆㄛ	
7	ㄎㄜ	
i	ㄐㄧ, ㄧ	
u	ㄈㄨ, ㄨ	
y	ㄐㄩ, ㄑㄩ, ㄒㄩ, ㄋㄩ, ㄌㄩ, ㄩ	
@`	ㄦ er	
i¥	ㄗ, ㄘ, ㄙ	vowel part
i`	ㄓ, ㄔ, ㄕ, ㄖ	vowel part
aI	ㄞ ㄞ	
ei	ㄈㄟ	
AU	ㄏㄠ	
@U	ㄏㄡ	
ia	ㄒㄧㄚ, ㄧㄚ	
iE_r	ㄐㄧㄝ, ㄧㄝ	
ua	ㄎㄨㄚ, ㄨㄚ	
uo	ㄏㄨㄛ, ㄨㄛ	
yE_r	ㄐㄩㄝ, ㄑㄩㄝ, ㄒㄩㄝ, ㄋㄩㄝ, ㄌㄩㄝ, ㄩㄝ	
iAU	ㄒㄧㄠ, ㄧㄠ	
i@U	ㄐㄧㄡ, ㄧㄡ	
uaI	ㄎㄨㄞ, ㄨㄞ	
uei	ㄍㄨㄟ, ㄨㄟ	
a_n	ㄈㄢ	

Symbol	Sample (bopomofo)	Comments
@_n	ㄷㄣ	
i_n	ㄒㄧㄣ, ㄧㄣ	
iE_n	ㄑㄧㄢ, ㄧㄢ	
ua_n	ㄉㄨㄢ, ㄨㄢ	
u@_n	ㄉㄨㄣ, ㄨㄣ	
y_n	ㄒㄩㄣ, ㄩㄣ	
y{_n	ㄒㄩㄢ, ㄩㄢ	
AN	ㄆㄤ	
@N	ㄋㄥ	
iN	ㄒㄧㄥ, ㄧㄥ	
iAN	ㄒㄧㄤ, ㄧㄤ	
uAN	ㄔㄨㄤ, ㄨㄤ	
u@N	ㄨㄥ	
UN	ㄉㄨㄥ	
iUN	ㄒㄩㄥ, ㄩㄥ	
p	ㄅㄛ	
p_h	ㄆㄛ	
m	ㄇㄛ	
f	ㄈㄛ	
t	ㄉㄜ	
t_h	ㄊㄜ	
n	ㄋㄜ	
l	ㄌㄜ	
k	ㄍㄜ	
k_h	ㄎㄜ	
x	ㄏㄜ	
ts¥	ㄐㄧ	
ts¥_h	ㄑㄧ	

Symbol	Sample (bopomofo)	Comments
s¥	ㄒㄧ	
ts`	ㄓ	consonant part
ts`_h	ㄔ	consonant part
s`	ㄕ	consonant part
z`	ㄖ	consonant part
ts	ㄗ	consonant part
ts_h	ㄘ	consonant part
s	ㄙ	consonant part

Shortcut Keys

The following tables show the functions assigned to shortcut keys in the default shortcut preset (VOCALOID6).

You can edit shortcut key assignments in the keyboard shortcuts settings.

File

Function	Mac	Windows
New	[Command]+[N]	[Ctrl]+[N]
Open	[Command]+[O]	[Ctrl]+[O]
Close	[Command]+[W]	
Save	[Command]+[S]	[Ctrl]+[S]
Save As	[Command]+[Shift]+[S]	[Ctrl]+[Shift]+[S]
Audio Mixdown	[Command]+ [E]	[Ctrl]+ [E]
Quit	[Command]+[Q], [Option]+[F4]	[Ctrl]+[Q], [Alt]+[F4]

Edit

Function	Mac	Windows
Undo	[Command]+[Z]	[Ctrl]+[Z]
Redo	[Command]+[Y] [Command]+[Shift]+[Z]	[Ctrl]+[Y] [Ctrl]+[Shift]+[Z]
Cut	[Command]+[X]	[Ctrl]+[X]
Copy	[Command]+[C]	[Ctrl]+[C]
Paste	[Command]+[V]	[Ctrl]+[V]
Delete	[Delete], [Backspace]	[Delete], [Backspace]
Duplicate	[D]	[D]
Select All	[Command]+[A]	[Ctrl]+[A]
Add Track	[T]	[T]
Insert Silence	[Command]+[Shift]+[E]	[Ctrl]+[Shift]+[E]
Delete Time	[Option]+[Delete]	[Alt]+[Delete]
Join Events	[J]	[J]

Job

Function	Mac	Windows
Normalize Audio Wave	[Option]+[N]	[Alt]+[N]
Insert Lyrics	[Command]+[I]	[Ctrl]+[I]
Lyric Input Mode	[Command]+[R]	[Ctrl]+[R]

Transport

Function	Mac	Windows
Stop	[0], [Num 0]	[0], [Num 0]
Record	[Num *]	[Num *]
Repeat	[C]	[C]
Set Repeat to Selection Range	[P]	[P]
Set Start Marker to Song Position	[Command]+[Num 1]	[Ctrl]+[Num 1]
Set End Marker to Song Position	[Command]+[Num 2]	[Ctrl]+[Num 2]
Auto Scroll	[F]	[F]
Solo	[S]	[S]
Mute	[M]	[M]
Global Solo	[Command]+[Option]+[Shift]+[S]	[Ctrl]+[Alt]+[Shift]+[S]
Global Mute	[Command]+[Option]+[Shift]+[M]	[Ctrl]+[Alt]+[Shift]+[M]
Rewind by Grid	[Option]+[Num -]	[Alt]+[Num -]
Forward by Grid	[Option]+[Num +]	[Alt]+[Num +]
Rewind by Bar	[Num -]	[Num -]
Forward by Bar	[Num +]	[Num +]
Fast Rewind by Bar	[Shift]+[Num -]	[Shift]+[Num -]
Fast Forward by Bar	[Shift]+[Num +]	[Shift]+[Num +]

View

Function	Mac	Windows
Editor	[F2]	[F2]
Mixer	[F3]	[F3]
Media	[F4]	[F4]
Inspector	[F5], [Option]+[I]	[F5], +[Alt]+[I]
Show or Hide Lower Zone	[Command]+[Option] +[B]	[Ctrl]+[Alt]+[B]
Show or Hide Control Parameters Area	[Command]+[P]	[Ctrl]+[P]
Zoom In Horizontally	[H], [Command]+ Trackpad horizontal scrolling	[H]
Zoom Out Horizontally	[G], [Command]+ Trackpad horizontal scrolling	[G]
Horizontal Zoom In/Out Wheel	[Command]+[Shift]+ Wheel	[Ctrl]+[Shift]+Wheel
Zoom In Vertically	[Shift]+[H], [Command]+ Trackpad vertical scrolling	[Shift]+[H]
Zoom Out Vertically	[Shift]+[G], [Command]+ Trackpad vertical scrolling	[Shift]+[G]
Vertical Zoom In/Out Wheel	[Command]+Wheel	[Ctrl]+Wheel

Zoom Full	[Shift]+[F]	[Shift]+[F]
Zoom to Selected Parts	[Z]	[Z]

Window/Setting/Help

Function	Mac	Windows
Minimize	[Command]+[M]	
Preferences	[Command]+[,]	[Ctrl]+[,]
Reference Manual	[F1]	[F1]

Track Editor Tools

Function	Mac	Windows
Arrow	[1]	[1]
Paint Tool Group	[2]	[2]
Temporary Switching of Pencil	[Shift]	[Shift]
Scissors	[3]	[3]
Temporary Quantize OFF	[Command]	[Ctrl]

Track Editor Controls

Function	Mac	Windows
Play/Stop	[Space]	[Space]
Time Display	[/], [Num /]	[/], [Num /]

Track View

Function	Mac	Windows
Audio part time stretch	[Option]+Drag	[Alt]+Drag
Part - Paste Special	[Command]+ [Option]+[Shift]+[V]	[Ctrl]+[Alt]+[Shift]+[V]

Musical Editor Tools

Function	Mac	Windows
Arrow	[1]	[1]
Paint Tool Group	[2]	[2]
Temporary Switching of Pencil	[Shift]	[Shift]
Scissors	[3]	[3]
Pitch	[4]	[4]
Vibrato	[5]	[5]
Expression	[6]	[6]
Timing	[7]	[7]
Emotion	[E]	[E]
Temporary Switching of Emotion	[Option]	[Alt]
Temporary Grid OFF	[Command]	[Ctrl]

Piano Roll

Function	Mac	Windows
Entering the Lyrics and Phonetic Symbols	[Enter]	[Enter]
Select the Next Note	[Right]	[Right]
Select the Previous Note	[Left]	[Left]
Expand the Note Selection Range by One to the Right	[Shift]+[Right]	[Shift]+[Right]
Expand the Note Selection Range by One to the Left	[Shift]+[Left]	[Shift]+[Left]
Raise Note by Half a Tone	[Up]	[Up]
Lower Note by Half a Tone	[Down]	[Down]
Raise Note by One Octave	[Shift]+[Up]	[Shift]+[Up]
Lower Note by One Octave	[Shift]+[Down]	[Shift]+[Down]
Input Lyrics of Next Note	[Tab]	[Tab]
Input Lyrics of Previous Note	[Shift]+[Tab]	[Shift]+[Tab]
Shift Lyrics Left	[Shift]+[A]	[Shift]+[A]
Shift Lyrics Right	[Shift]+[Z]	[Shift]+[Z]
Quantize	[Q]	[Q]
Quantize 50%	[Shift]+[Q]	[Shift]+[Q]
Note - Paste Special	[Command]+[Option]+[V]	[Ctrl]+[Alt]+[V]
Split Note	[Option]+[X]	[Alt]+[X]
Divide Note Equally	[Option]+[Shift]+[X]	[Alt]+ [Shift]+[X]
Resolve Overlaps	[Command]+[Option]+[N]	[Ctrl]+[Alt]+[N]
Transpose	[Command]+[Shift]+[T]	[Ctrl]+[Shift]+[T]
Staccato	[Option]+[Shift]+[	[Alt]+[Shift]+[S]

	S]	
Insert Rest	[Option]+[Shift]+[I]	[Alt]+[Shift]+[I]
Extract Lyrics	[Option]+[Shift]+[L]	[Alt]+[Shift]+[L]

Control Parameters

Function	Mac	Windows
Entering the Control Parameter	[Enter]	[Enter]

Common

Function	Mac	Windows
Default Value Input of Parameter	[Command]+Click	[Ctrl]+Click
Select Multiple Events	[Command]+Click	[Ctrl]+Click

Troubleshooting

For answers to frequently asked questions, see the following website:
https://www.vocaloid.com/en/support/faq